GATEWAY RPG – Character Sheet

Character Name: _____

Level: _____ Race or Species: _____

Class or Archetype Description:

Strength (STR)

____ Athletics Check
____ Melee Attack
____ Strength Saving Throws

Dexterity (DEX)

____ Turn Order(Initiative Check)
____ Acrobatics Check
____ Sleight of Hand Check
____ Piloting (Land, Sea, Air, Mech)
____ Lock Picking
____ Stealth Check
____ Hide Check
____ Ranged Attack
____ Dexterity Saving Throws (AC)

Constitution (CON)

____ Constitution Saving Throws (HP)

Hit Points	Armor Class	Move
Current / Max	___	___

Background or Backstory Description:

Intelligence (INT)

____ Arcana Check
____ History Check
____ Streetwise
____ Investigation Check
____ Computer Use / Tech
____ Nature Check
____ Religion Check
____ Saving Throws

Wisdom (WIS)

____ Animal Handling Check
____ Insight Check
____ Medicine Check
____ Perception Check
____ Survival Check
____ Casting Magic/Superpower
____ Wisdom Saving Throws

Charisma (CHA)

____ Deception Check
____ Deception Check
____ Intimidation Check
____ Performance Check
____ Persuasion Check
____ Charisma Saving Throws

Weapons:

Special Abilities:

Items:

Currency:

Notes:

CHARACTER CREATION QUICK GUIDE

Step 1) Coming up with a Character Archetype/Race/Class: Work with your GM on how your character concept fits into the game and what specific things they might be good or bad at. Now that you have a general idea in mind of what you want to play, you can use the following steps below to help flesh out and create your character. **Important Note:** Do not build your characters to "WIN" the game, it is way MORE interesting and fun to have balanced characters.

Step 2) Choose what Method of Character Creation is being used (Ask Your GM)

Standard Creation Points: To be used with the following **Character Traits**: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, or **Charisma**.

- 1 Proficiency Point (At Least)
- 1 Deficiency Point (At Least)

OR

Advanced Creation Points: To be used with the following **Character Traits: Saving Throws, Attack Type,** and **Skill Traits**

- **Saving Throws = 2 Proficiency Points** and **1 Deficiency Point**
- **Attack Type = 1 Proficiency Point** used for an **Attack Skill (Melee, Ranged,** or **Magic)**
- **Skill Traits = 5 Proficiency Points** and **3 Deficiency Points. (Cannot be used for Saving Throw or Attack Skills)**

*These points **Do Not stack** with other **Proficient** or **Deficient Skills**.* *Exception: A Proficiency Point CAN be spent to negate a Deficiency; therefore, a player can choose to use a Proficiency Point to get rid of a Deficiency they have, thus making it a Normal Trait.

Step 3) Calculating Starting Armor Class

For **Standard Creation**, this will be based on **DEX Character Trait** stat.
For **Advanced Creation**, this will be based on the **Dexterity Saving Throw** stat.

- **"+" Proficiency = 14 AC**
- **"-" Deficiency = 10 AC**
- **Normal (having neither) = 12 AC**

Step 4) Calculating Starting Hit Points *Alternative HP Rules appear in RED

For **Standard Creation**, this will be based on **CON Character Trait** stat.
For **Advanced Creation**, this will be based on the **Constitution Saving Throw** stat.

- **"+" Proficiency = 5 HP or 1d10 +10**
- **"-" Deficiency = 3 HP or 1d6 + 6**
- **Normal (having neither) = 4 HP or 1d8 +8**

Step 5) Choosing a Weapon: Work with your GM to describe what type of weapons you possess. Below is what the categories might fall into.

- **Melee Combat Attacks = Strength Trait**
  - Examples: Swords, Daggers, Axes, Katana, Clubs, Lightsabers, etc.
- **Ranged Combat Attacks = Dexterity Trait**
  - Examples: Crossbows, Longbows, Short bows, Muskets, Pistols, Lasers, Rifles, etc.
- **Magic Attacks = Wisdom Trait**
  - Examples: Fireballs, Lightning, Charm, Force Push, etc.

Step 6) Calculating Weapon Damage

Using the **Standard Rules**, the damage will **always start at 1 as a default**. (The GM can give you bonus damage depending on the weapon)

Using the **Alternative Damage Rules**, you will consult the chart in the **Core Rulebook** to calculate the correct **Damage** for your weapon.

Step 7) Calculating Weapon Range: Work with your GM to decide what the Range of your Attacks. Consult the chart in the **Core Rulebook if needed**.

- **Close Combat, Short Range, Medium Range, Long Range, Very-Long Range**

Step 8) Deciding on Special Abilities (Optional at the Beginning) Work with your GM to come up with some basic mechanics around how your character might have special abilities. These should fall into whether it is an **Action**, **Bonus Action**, or something that is **Always Active**. These don't have to be fleshed out fully before you start playing and it is ok for characters to not have **ANY** depending on the setting.

Step 9) Choose Starting Items: Work with your GM to discuss what possible Items your character might have to start with (If Any). Some of these items could purely be cosmetic and others could grant special bonuses. If there are any special things these items will do for your character, you can mark that down next to the item.